

I Wanna Be a Stormtrooper

A playset for the Archipelago story game

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Playtest version 0.2

I gotta get off this planet

*Tatooine is such a hell hole
Why the hell do I even bother?
I ain't got no future here
I'll probably spend the rest of my life here
Fixing moisture vaporators for the townspeople
Or repairing droids for pocket change
Fending off the sand-people.*

*Poor sand-people.
Look what they've been reduced to.
I bet with a little education and a homeworld
they could make something out of their lives
but nothing will ever get better
here in the grimy butthole of space*

*I should join the Empire
I know they're evil and all
but they're a good kinda evil
the uniforms are way cool
and they get to travel and most of us don't*

*And chicks dig Stormtroopers...big time
they're like...intergalactic rockstars
stormtroopers get laid, man, but not me
if I want a little love, I got to hitch a ride to Mos Eisley
50 cents for a wookie prostitute
50 seconds pleasure
and 50 years of regret...wookie love is pointless
my life is pointless*

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Anarchy Steering Committee, I wanna be a stormtrooper

This is a playset for Matthijs Holter's story game *Archipelago*. It contains seven sets of cards, which you can use with the basic rules in *Archipelago* to tell a story about some kids on Tatooine who didn't have a sith lord daddy and a secret jedi master uncle. This playset is, of course, a parody, so don't bother suing us please mister Lucas, Sir.

The card sets are:

Characters

These give you a name and some character *flags* - stuff the other players can use to push your character around. It's nice to talk a bit about your flags, fleshing them out before you begin play. Pick any gender (and species?) you like - if the names sound wrong for your choice, change it.

Ownership

These are the elements of the world that you get to be the Game Master for. Some players like to pick one that's important for their character, or a character they share a connection with; others just pick the one they can use to torment the poor characters with the most.

The elements tell us what the story in the game is going to be about. Remember that the element belongs to you, the player, and does not need to have any particular connection to your character. Some players like to push their element,

looking for ways to include it in scenes where it is appropriate. Others are lurkers, waiting for just the right (or wrong!) moment to spring it on unsuspecting players. You decide how your element works, and when it should be part of a scene.

Connections

These are indirect connections; people or parts of the setting that connects two characters.

Starting Gear

This is the stuff you begin the game with. Apart from pocket change and possibly a death stick or two, this is all you have to your name. Anything else you will have to beg your parents for, work for, or mooch off your friends.

Locations

These are places in which scenes can take place. Put them on the table where everyone can see them, and make a map.

More Gear

This is a selection of cool stuff you can try to get at during the game.

Fates

This is what will eventually happen to your character; when your fate has come to pass, your part in the story is usually over - but stick around in case you are needed to fulfil the other character's fates.

Most of these cards correspond to the stuff in the basic set; combine the Character, Setting Ownership and Connection cards to make a regular Archipelago character (Note that you can not pick a connection card which has your name on it). Put the location cards on the table, or use them to draw a game map. The gear cards work almost like fate cards. But when you are making your characters, pick one starting gear card each, and put the cards marked "more gear" on the table along with the location cards. Anyone can take one of these cards instead of a fate card, and start the story of how the gang tries to acquire one of these incredibly cool things for themselves.

It could also be cool to add more locations and gear before or during the game, in case you feel that the current selection has not adequately explored the grimy butthole of space that is Tatooine. So we left a blank card in each card set.

<p>Dea</p> <p><i>The youngest of a sprawling family, you've gotten used to playing the part of the annoying kid, just to get noticed. Sometimes, you suspect they don't care about you at all.</i></p>	<p>Bail</p> <p><i>You find yourself looking after the others more often than not. People look to you to settle arguments. Being friends with almost everyone, it's usually left to you to talk you all out of any trouble your friends get themselves into.</i></p>	<p>Yan</p> <p><i>You're a tough guy/gal, or at least, you want to be one. Fast vehicles, loud music and dangerous games is your thing.</i></p>
<p>Corran</p> <p><i>You're happiest when you're out in the dunes, far away from noisy droids and the hum of moisture farm machinery. You know how to survive under harsh conditions, against all odds.</i></p>	<p>Nomi</p> <p><i>You are the gang's starry-eyed romantic; dreaming of the great war between the light and the dark side, and of making a difference.</i></p>	<p>Name</p>

<p>Element Boredom, and the things you do to kill it</p> <p><i>The Five Blood's called a landspeeder race. 10 000 credits in prize money so far. Want in, kid? Then keep your mouth shut.</i></p> <p>There's not much to do for a penniless farmer's offspring on Tatooine apart from working, unless you have a good imagination and an unhealthy disregard for your own safety. You get to manage the activities which people come up with to entertain themselves, and their consequences.</p>	<p>Element The Sand People. Poor Sand People.</p> <p><i>No one knows much about them. Except that they'll attack anyone who trespasses on their territory, and always have. Angry natives? Castaways from one of the city-sized star ships which occasionally show up in the sky? Or something more sinister?</i></p> <p>They're a spoke in the wheels and a pain in the arse; they'll poke their masked, bleating faces up from behind a dune at the drop of a hat, and start doing their best to kill you with antiquated blaster rifles and vicious gaderffii sticks. This is the game's joker card; use them for whatever sinister purpose you can come up with.</p>	<p>Element Hopelessness, and what it leads to.</p> <p><i>The long, hot days; endless work scratching a living under the two suns. Some people resign themselves to their fate, some take pride in a simple existence, and some give up hope.</i></p> <p>The Tatooine moisture farmers are prone to all the social maladies that strike highly unequal human communities in which the majority can barely get by. Substance abuse, domestic violence, medical problems both mental and physical, violent crime and gang activity are all on the menu.</p>
<p>Element Schemes to Get Out of Here. How they're always failing.</p> <p><i>Watching the space ships come and go, you'll see vessels from all over the galaxy. They all stop at Tatooine, for fuel, cargo switching or recreation on their way along the great galactic hyperspace runs which cross here. But they don't leave much behind.</i></p> <p>There's one way off Tatooine - through the Mos Eisley Spaceport. The ways you can get onto a ship are myriad. However, they all seem to involve not being you. It's your job to make it <i>hard</i> - but not impossible - to get off the planet. Dangle that bait...</p>	<p>Element Doing the Right Thing. Or not.</p> <p><i>Look, you know grandma Hissa isn't going to be happy about this. She needs that speeder to get around.</i></p> <p>There's always a choice; you get to come up with chances to do good - and evil. The road to the dark side is paved with good intentions! If the players go along with one bad thing, they might slip a little further next time - keep pushing. If you don't want to be that nasty about it, you can try to count the the characters' actions instead, and tally them up to see how far they have come on the path to the light or the dark side.</p>	<p>Element</p>

<p>Location Dusk at Mos Eisley, a Hive of Scum and Villainy</p> <p><i>Music seeps out the cellar window of a seedy cantina. The smell of smoke, fuel and hot sand lingers in the air. Gamblers are laying out their Pazaak games, lighting up the canopied roofs with the soft glow of the cards. And the first starship crews have begun to hit the street, searching for entertainment, substances, opportunity or trouble.</i></p>	<p>Location Pa's moisture farm one morning/evening</p> <p><i>In the courtyard of the sunken houses, the morning shade lasts for a while. In the hours between the first and second sun, you have some time to yourself.</i></p>	<p>Location At night, joyriding in the desert</p> <p><i>The desert blurs as the speeder gains speed, the roar of the wind and the music drowning out the sound of the repulsorlift engine as it goes from a hum to a high-pitched whine. Freedom!</i></p>
<p>Location A long workday over at the Hissas' farm</p> <p><i>Vaporators in rows and rows. The suns beating down, sand gets everywhere, mixing with sweat, clogging machinery, hatches, throats.</i></p>	<p>Location Waiting out a sandstorm in a shelter</p> <p><i>The sound of the sand and rock-laden wind slamming into the surface of the planet rings like thunder and gongs above the constant howling. Your shelter is warm and stuffy. Your light source shudders in time with the gusts, sometimes flickering. This could go on for days. Weeks.</i></p>	<p>Location</p>

<p>Connection</p> <p>You love fixing things. Your friend Dea's sister loves fixing things. You have so much in common...</p>	<p>Connection</p> <p>Your buddy in Mos Eisley told you a secret - there's an imperial star destroyer in orbit. Bail is friends with a manager at the starport supply depot. If you work together, maybe, just maybe, he could get you a job on board...</p>	<p>Connection</p> <p>There's a pretty rough crowd of older kids who like to hang out near the spaceport. Sometimes, they let you ride their old swoop bikes, but only if you're with Yan.</p>
<p>Connection</p> <p>You and Corran spent all your time together as kids, camping in the desert, shooting womp rats, herding bantha. Now you're older, you're still friends, but not like you used to be.</p>	<p>Connection</p> <p>Your friend Nomi is always telling stories about the jedi order, and the battle between good and evil. You hate that hokey old religion; if it's real, you hate the idea of some do-gooder getting into your head, reading your thoughts, controlling your mind. And if it's not true, you hate it for the false hopes and dreams it gives poor Nomi.</p>	<p>Connection</p>

<p>Starting Gear A stack of broken repulsorlift coils</p> <p><i>This powerful anti-gravity device contains a cluster of gravitic knots - artificial curls in spacetime itself, capable of negating a gravity field. That is, when it's powered up and hasn't been shot to pieces by Sand People and then left sitting under a pile of bantha fodder for 20 years.</i></p>	<p>Starting Gear A secret still</p> <p><i>It's not mandalorian ale, but it kicks like a bantha and it gets you drunk fast.</i></p>	<p>Starting Gear A favour owed</p> <p><i>Someone owes you one. Big time. Any time you need help, just say the word. Wonder if he meant it?</i></p>
<p>Starting Gear A hiking kit</p> <p><i>The full set of things you need to stay alive in the unforgiving wilderness of Tatooine is extensive. You have almost all of them, in mostly working condition.</i></p>	<p>Starting Gear A tool kit</p> <p><i>Most of the farmers have most of the tools they need to get things done. But with this, you'll never have to spend the day hiking between moisture farms to borrow just the right gauge of sonic probe.</i></p>	<p>Starting Gear</p>
<p>More Gear Speeder</p> <p><i>It's a flying car! Repulsorlifts which can keep things hovering just above the ground are cheap, quiet and makes for cars that go faster than a womp rat on fire. The small jets on this vehicle can accelerate you to seriously unsafe speeds. And it can get you places whenever you want to without having to hitch a ride.</i></p>	<p>More Gear Blaster rifle</p> <p><i>About as long as a man and just as heavy, this powerful weapon fires a bolt of superheated plasma at the target. With this at your side, the way lies open to all kinds of fun, like hunting critters, shooting old cans to bits and scaring the Sand People. If you can scrounge up enough power packs.</i></p>	<p>More Gear Droid</p> <p><i>Droid minds are expensive; their bodies are not. These things are constantly repurposed and refitted. But this little guy seems to have been messed with more than usual, and not just by humans, by the look of it. What the heck is that appendage supposed to do?</i></p>
<p>More Gear Datapad</p> <p><i>What can you not get at with a datapad of your very own? Bootleg music, gambling ware, thermal detonator recipes, offworld sports coverage, Twi'lek pornographic holovids...</i></p>	<p>More Gear Personal Shield Generator</p> <p><i>This thing is awesome! A personal force field generator which makes you invulnerable to just about anything which moves faster than a fist. Until the power runs out, or something overloads it.</i></p>	<p>More Gear</p>

<p>Fate</p> <p>You join the Empire, but only by ensuring that one of your friends never make it off Tatooine</p>	<p>Fate</p> <p>You find true love, which leads you to join the battle for the galaxy.</p>	<p>Fate</p> <p>You spend the rest of your life here, fixing moisture vaporators for the townspeople, repairing droids for pocket change.</p>
<p>Fate</p> <p>You flee Tatooine an outlaw, hounded by bounty hunters.</p>	<p>Fate</p> <p>You made it in the end; you now operate your own starship, with a steady cash flow. You can come and go on Tatooine as you like, or take off to explore the galaxy.</p>	<p>Fate</p>